

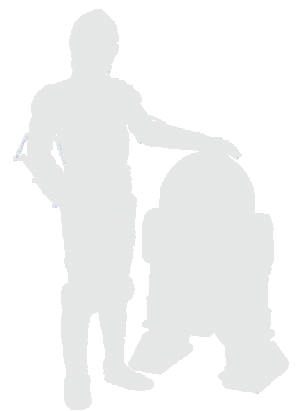
# STAR WARS®

ROLEPLAYING GAME

THE UNIVERSITY OF SANBRA GUIDE TO INTELLIGENT LIFE:

## THE NAZREN

ERIC CAGLE



## CREDITS

DESIGN	Eric Cagle
EDITING	Ray Vallese
TYPESETTING	Ray Vallese, Gary M. Sari
ART ON P. 4	Elizabeth McLaren
PRODUCTION	Chad Laske, Matt Burke
LUCAS LICENSING EDITORS	Leland Chee, Frank Parisi
DESIGN MANAGER	Christopher Perkins
DIRECTOR OF RPG R&D	Bill Slavicsek

The Nazren species was introduced in *The First to Strike*, Episode V of the **Dawn of Defiance** campaign produced by Wizards of the Coast. (To download *The First to Strike* and other campaign adventures—for free—just go to [www.wizards.com/starwars](http://www.wizards.com/starwars) and click on the **Dawn of Defiance** logo.)

The Nazren are a tall species, similar in height to Wookiees. Their homeworld of Nizon is a harsh dustbowl of a planet, with driving winds and fierce sandstorms that can scour the skin from an unprotected creature's bones. Until relatively recently, Nizon had little to offer the galaxy. That changed when it was discovered that Nizon possessed a few rich veins of minerals and ore. When the Empire arrived on the planet, however, the most useful resource proved to be the Nazren people themselves. They were quickly rounded up for slave labor and sent to the nearby planet of Centares to work in the mines.

Xenobiologists from the University of Sanbra have conducted studies of the species and their planet at two points in their history. The first occurred about a hundred years prior to the establishment of the Empire, when a team of scientists from the University was sent along with some early mining expeditions. They began to investigate and catalog the Nazren and found them to be a shy, reclusive species that shunned warfare and were content to live alongside other species that made Nizon their home. The species is truly ancient and has changed little over the course of perhaps a million years or so. Once the Empire was successfully routed from the planet with the help of insurgents working for the Alderaanian resistance, another team of xenobiologists was sent back to Nizon to assess the damage done to the population.

The wholesale enslavement of the population had two interesting effects. First, the population was drastically reduced, with entire clans having been whisked away on Imperial slave ships. The leadership of the Nazren, mainly the elderly, was similarly turned on its head as most of the elder statesmen were killed during the resistance or died in internment camps on or off the planet. Xenobiologists have deduced that only a few more years of such treatment would have put an end to the Nazren.

However, there appears to be a silver lining to this catastrophe. As different tribes were enslaved and moved around the planet (and off the planet entirely), genetic diversity received a big boost when disparate tribes came into contact with each other. Also, the troubles stirred the spirit of the Nazren people, which had grown conservative and rather stagnant after untold millennia. After their successful resistance against the Empire, the Nazren were no longer content with the status quo, and young Nazren embarked on journeys outside their home system or began new projects to restore their planet's infrastructure. Social conventions were turned on their head, meaning that all Nazren had the chance to prove and better themselves.

## SPECIES CHARACTERISTICS

Nazren are extremely tall humanoids from the arid and desolate world of Nizon. They are well adapted to the harsh conditions of their home planet and are remarkably strong and resilient. Unfortunately, these very traits have made them perfect targets for slavers, who use them for hard physical labor. Despite their massive size and intimidating demeanor, Nazren are not a warlike species. This proved to be their downfall when the Empire arrived and began enslaving them. However, they are not pacifists, either, and their will and ability to fight back grew slowly but surely.

Some rules mechanics are based on the *Star Wars Roleplaying Game* Saga Edition by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson; the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson; and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Nazren typically wear sleeveless tunics tucked into black hide pants and heavy boots. Their clothes are normally fastened with hooks or clamps on the end of short lengths of cord or attached belts. Pads that strap onto the shoulders (to cushion a heavy load) and arm bracers are common, also attached with the hook system.

**Personality:** Nazren are pragmatic, serious, and traditional. Their harsh homeworld has taught them to be mindful of survival and never to take anything for granted.

**Physical Description:** Nazren are tall humanoids, approximately the same height as Wookiees, but broader at the shoulders and narrower at the hip, with longer arms and torsos but shorter legs. They are hairless, with thick skin that has a heavy hide or leather look. They are brown to light yellow in color, a natural camouflage for their dustbowl world. The head of a Nazren has no nose and is flatter than a Human's. A prominent brow ridge protects their eyes, and a series of small knobs start at the back of the head and run down to a visible spine.

**Homeworld:** Nizon

**Languages:** Basic, Nazren

**Example Names:** Karzen, Martook, Naktok, Razmor, Sartok

**Adventurers:** The Nazren are nomadic by nature, and recently freed slaves—or those who helped overthrow the yoke of the Empire from their home—are drawn by the wonders the galaxy has to hold. Some Nazren have shown potential in the Force, although they do not call it as such. Those capable of using the Force typically master healing powers and other light side abilities.

## SPECIES TRAITS

Nazren share the following species traits:

**Ability Modifiers:** +2 Strength, +2 Constitution, –2 Dexterity, –2 Charisma. Nazren are strong and hardy but taciturn and withdrawn; they shun the spotlight.

**Medium Size:** As Medium creatures, Nazren have no special bonuses or penalties due to their size.

**Speed:** Nazren base speed is 6 squares.

**Nazren Resilience:** Once per encounter, when a Nazren would be moved down the condition track by taking damage equal to or exceeding the Nazren's damage threshold, the Nazren may reduce the number of steps moved down the condition track by 1 (minimum 0 steps).

**Automatic Languages:** Basic and Nazren

**TABLE 1: AVERAGE HEIGHT AND WEIGHT**

SPECIES	HEIGHT	WEIGHT
Nazren	2.1 m	130 kg

**TABLE 2: AGE (IN YEARS)**

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Nazren	1–15	16–30	31–200	201–275	276–299	300–350

## TEMPERAMENT

The immense stature of the Nazren is enough to put many beings off guard. They move in a languid grace as their long arms sway to compensate for their relatively short legs. Nizon is a harsh planet, with frequent sandstorms and a constant howling wind that wears down objects in short order. The Nazren have survived by coming to terms with their homeworld's unforgiving nature, which has instilled patience in the race as well as an acceptance that nothing truly lasts. Some may perceive this as nihilism, but this is not correct. The Nazren simply do not concern themselves as much with the material world.

Nazren hold their family ties in high regard and allow every adult an equal voice in making decisions that affect the rest of the tribe. On the positive side, this means that once a decision is made, the rest of the tribe goes along with it without question. On the downside, this makes the process exceedingly slow, as Nazren debate the merits and flaws of any given challenge. They also lack initiative, and if someone doesn't take up the banner for some cause or concern, then it probably languishes in debate.

The Nazren are not a passionate people, but they relish their freedom. When the Empire began enslaving them, this dichotomy became readily apparent, as relatively few of the Nazren put up resistance or were quickly cowed when they witnessed the brutality of the Empire firsthand. Still, a slow, bubbling anger and resentment began to build, ultimately turning into an uprising that saw the Imperials ejected from their home planet. Their spirit rekindled, the Nazren have learned not to be duped or cowed again, and most take the concept of freedom very seriously. Nazren despise injustice, and most go out of their way to help weaker individuals or those suffering under the weight of oppression.

## HISTORY AND CULTURE

Little is known about the history of the Nazren, and most of the records that they keep are oral in tradition. Myths persist that Nizon was once a lush planet, rich with water, plant life, and animals. Nazren elders tell tales that untold eons ago, one of the "wandering ones who danced across the sky" grew jealous of Nizon's bounty and the decadence of the Nazren who took their utopia for granted. The "wanderer" grew bright in the sky and released a massive flash of light. Soon stones and fire rained down from the sky, which had grown black and filled with toxic fumes. The sun seemed to grow bigger in the sky, and the planet heated up. Eventually Nizon became the desolate, windswept rock that it is today.

Scholars have deduced from this myth that Nazren received the brunt of a cataclysmic collision with a nearby planet and some other celestial body a half-million years ago or more. Nizon was shifted closer to the sun, and the axial tilt went awry. The system shows signs of this disaster even today, with an immense asteroid belt that makes entering or leaving Nizon a dicey proposition.

Ironically, this disaster may have been one of the Nazren's saving graces. Long ago, the Nazren did indeed live in a virtual utopia, but corruption and decadence eventually led to the Nazren hunting each other or engaging in skirmishes and wars for sport. When the world's environment turned, the Nazren splintered into small family groups in order to survive, and the idea of attacking their fellows became abhorrent. The Nazren still kept weapons for hunting, but they became more peaceful as their attentions turned toward agriculture, grown in underground tunnels and caves beneath the rocky outcroppings and foothills that became their new bases of operation.

Prior to the Empire's arrival and their subsequent enslavement, the Nazren lived a seminomadic lifestyle. Small family groups and larger clans traveled in slow, meandering routes, moving from rock outcropping to mountain hold as the seasons dictated. During the cooler winter months, the Nazren picked up stakes and hit the dusty trail, moving in.

Although small outposts and meeting areas dot the planet, there is only one major city on the whole of Nizon. This settlement doesn't even have a proper name—the term *ahdjok*, which means "city" in Nazren, is the only description it has, and the term is used primarily by the other sentient beings that have settled there after mining ventures were established on Nizon and nearby Centares.

Everything changed when the Empire arrived. Although other groups and species (mainly mining corporations and wildcatters) had arrived and settled on Nizon beforehand, nothing prepared the natives for the upheaval to come. Imperial patrols began rounding up entire tribes of Nazren, starting with those in and around Ahdjok. Their interrogation of prisoners revealed the locations of other tribes and travel routes. Soon, a huge portion of the population was rounded up and brought back to Ahdjok for incarceration—or for shipment to Centares or beyond for use as slave labor.

## POLITICS

Prior to the arrival of the Empire, the Nazren lacked much in the way of a planetwide government, with most decisions being made at a tribal level. Even then, few if any tribes relied on the voice of a single leader to make decisions, relying on the consensus of councils comprised of elders, heavily influenced by the individual members of the tribe. Everyone has a say in important matters, meaning that many decisions move at a glacial pace. However, as mentioned above, the Nazren are an extremely patient species, and they are confident when a decision is finally reached and accept it without further debate.

Once every two years, tribes gather at a predetermined spot to work out trade deals and discuss concerns that affect the entire population. Ahdjok served as one of these meeting places, although many other places exist around the planet. However, Ahdjok did serve the purpose of hosting one of the most sacred and revered places on the planet:

Martyr's Plaza. This 9-meter-wide dome is crafted of stone and topped by a large hatch. The walls of this dome are covered with bas relief and scrollwork, detailing the deeds, history, and heroics of the Nazren people. Three huge statues stand around the dome; ancient and weathered, these robed figures hold their arms to the sky. Strangely, the Nazren are relatively unconcerned with maintaining these statues, and they seem to totter on their crumbling bases. One of the statues, the great prophet Sulkot, leans precariously, even swaying slightly in the ever-howling winds.

Beyond its spiritual importance, Martyr's Plaza also serves another purpose—the planet's primary communication center sits beneath the dome. Old but hardy computers in this communication center plot the asteroids and meteorites that swarm the skies above Nizon. Without these computers, navigation in and out of the planet's atmosphere would prove exceedingly difficult, and the recapturing of this place helped the Nazren to overthrow the Empire and keep them from returning.

Another vital location is Mount Antas, which sits immediately adjacent to Ahdjok. The mountain serves the main purpose of shielding the city from the worst of the wind and dust that would otherwise engulf the settlement. When the Empire took over the city, they began building a turbolaser battery and shield generator to help them defend the planet from would-be attackers. When the Nazren overthrew the Imperials, they continued the Empire's plans and finished the projects, ensuring the safety of the planet for the future. The Nazren, along with the help of other sentients, have begun to hollow out Mount Antas to build redundant navigation and guidance computers and to help improve the infrastructure of the planet. As more Nazren flock from the deserts to help in these projects, important skills are learned and more trade flows toward Nizon.

After the rebellion, the Nazren elected a "mayor" of Ahdjok, who also serves as a sort of planetary governor. The Nazren are learning the art and science of politics, trade deals, and self-governance in ways that their ancestors never would have imagined. The relatively few Nazren found outside of Nizon do not have any meaningful galactic representation, sticking to tribal laws and hierarchy among themselves.

## TECHNOLOGY

Nizon is a technological backwater, and most Nazren are ignorant of many of the wonders available in the rest of the galaxy. Only the Nazren who have been to Ahdjok know of the bewildering array of species, weapons, starships, and other technological marvels that exist. In fact, some Nazren who live in the deepest portions of the desert or in mountain warrens still think that their species is the only intelligent one in all the galaxy.

Most of the native technology on the planet is geared toward survival on such an arid, windswept planet. The Nazren have created fine quality breath masks that last considerably longer than those brought in from the outside. Most natives don't need the masks; they are made primarily for the elderly and those with respiratory problems. Moisture vaporators are also common sites at the various way stations of Nizon, especially around Ahdjok and up the sides of Mount Antas.



After the overthrow of the Empire on Nizon, the Nazren scavenged whatever technology, weapons, and ships they could and began learning the Imperials' secrets. Over time, the Nazren proved capable of building their own repulsorlift and other vital technologies. While still far behind the galactic technological curve, Nizon is slowly improving its status.

## TRADE

Prior to the Empire's arrival, Nizon had little to offer to the galaxy, and trade was a limited affair. Nearby Centares has a considerably more advanced technological level. Nizon does have its share of valuable minerals and metals and has allowed a small number of mining companies to exploit these resources, primarily in areas that the Nazren otherwise avoid or deem unimportant.

Within their own culture, the Nazren have a complex system of trading that primarily focuses around food, water, and materials to make shelters and clothing. Today, the Nazren are hungry for more advanced technology and are willing to make bold trade agreements to get what they need, up to and including leasing huge portions of land or using their main asset—their own labor—in deals to bolster trade. However, unlike in the days of Imperial occupation, the Nazren are wary of exploitation and demand a handsome price for their services as laborers.

## NAZREN IN THE GALAXY

Due to its obscure location and the fact that its home system is filled with dangerous asteroids, Nizon is practically unknown by the rest of the galaxy. When other sentients arrived on Nizon, some of the Nazren left their planet to see what was beyond their homeworld. When the Empire came and enslaved the Nazren, the slaves were sent throughout the galaxy to work in mines and serve as grunt labor. Although many of these Nazren remain in captivity even with the freedom of their home planet, some have managed to escape and can be found almost anywhere.

With their limited numbers and lack of representation within the galactic community, most Nazren do what they can to survive. The natural strength and hardy nature of the Nazren mean that most find work as bodyguards, laborers, and the like, though the necessities of survival mean that Nazren could be found doing almost any sort of occupation. Their nomadic nature also means that Nazren keep on the move and find starship travel a fantastic way to soothe their wanderlust.

## NIZON

**Region:** Outer Rim

**Climate:** Arid

**Gravity:** Standard

**Moons:** 2

**Length of Day:** 28 standard hours

**Length of Year:** 398 local days

**Sapient Species:** Nazren

**Government:** Tribal

**Capital:** Ahdjok (Nazren for "city")

**Major Exports:** Metals, minerals, slaves\*

**Major Imports:** Technology, foodstuffs, water

\* *Slavery was the primary purpose for the Empire setting up a base on Nizon. This no longer applies after the conclusion of The First to Strike, Episode V of the Dawn of Defiance campaign.*

### Knowledge (galactic lore)

#### DC RESULT

- 15 Nizon is a small, relatively unknown planet located in the Centares system of the Outer Rim. Its native species, the Nazren, are extremely tall, hardy sentients that are well adapted to life on their harsh desert planet.
- 20 Nizon is a hot, arid planet with few resources. The system is filled with a huge asteroid field that makes navigation both time-consuming and dangerous.
- 25 The Empire has established a base on Nizon for the purpose of rounding up slaves to work on the neighboring planet of Centares and beyond.

### Knowledge (social sciences)

#### DC RESULT

- 15 The Nazren are a little-known species that stand as tall as Wookiees and are well adapted to life on a dry, windswept planet.
- 20 Nazren are shy, withdrawn, and conservative. Despite their enormous size and intimidating bearing, they dislike war and violence.
- 25 The Nazren were once a warlike species, but they did away with violence after their planet underwent a serious cataclysm. They revere their freedom and take the concept of justice very seriously.